



# What's New in v2025.4?

Custom IC Design

December 2025

# OS Support

- REDHAT 7.9 - Last release to support
- REDHAT/ROCKY 8/9
- Python 3
  - Python 3 is supported for internal usage only now
  - Latest version of Ciranova supports Python 3.8

# Technology Support

- Continue to drive support of smaller and non traditional CMOS technologies
  - TSMC N7
  - TSMC Coupe - photonics

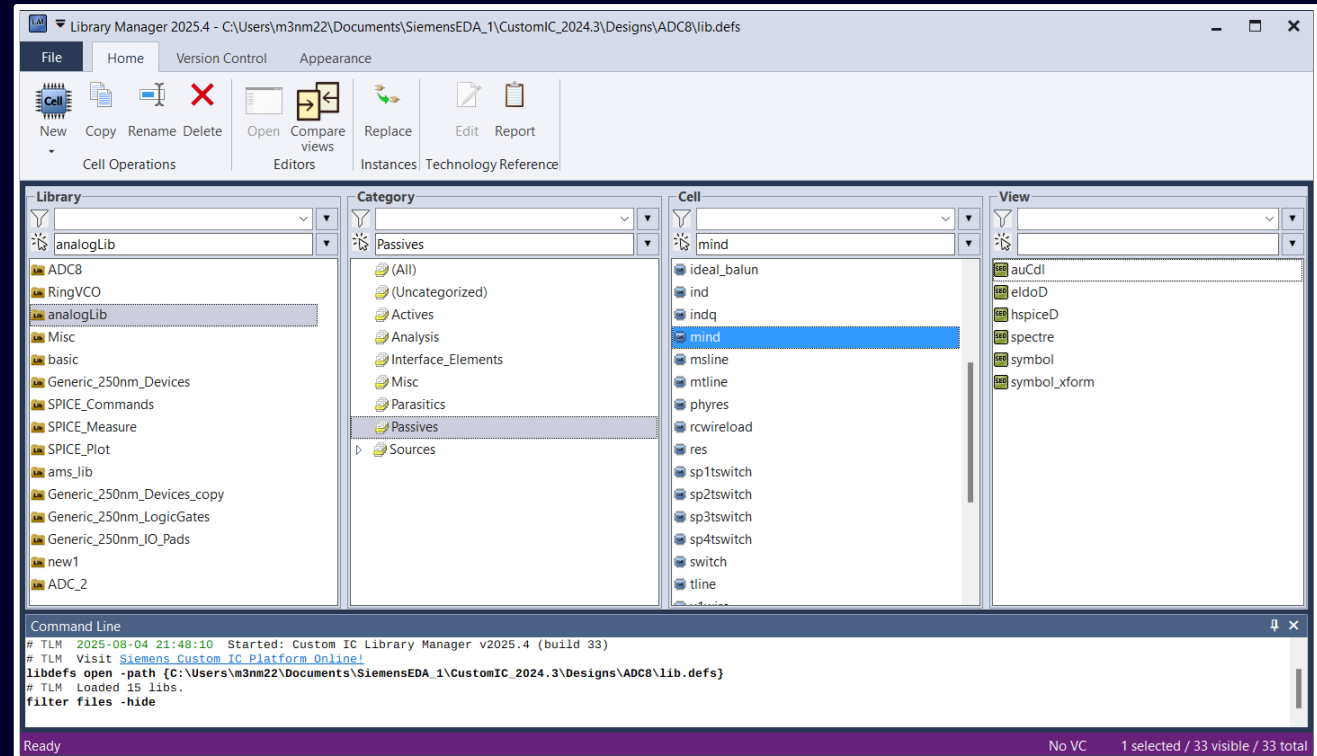




# | Library Manager

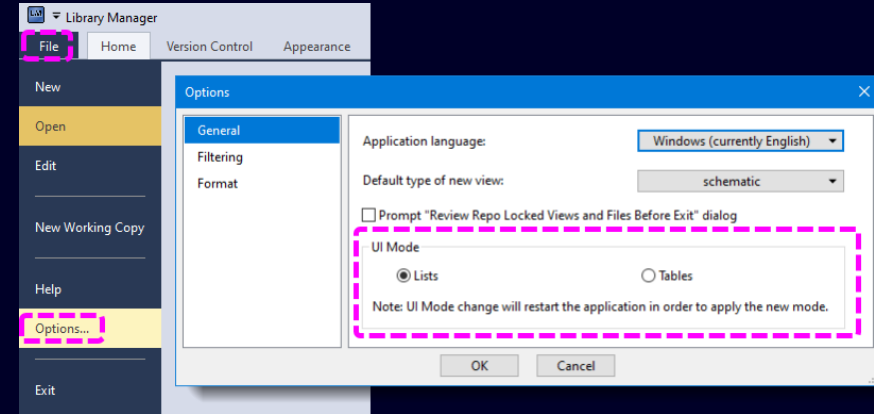
# Library Manager

- Improved usability
- Added a new UI mode to display data as lists
- Lists represent Libraries, Categories, Cells, and Views
- Categories can be enabled or disabled
- Files can be enabled or disabled



# Library Manager

- Two Display Modes
- Set via File > Options... - UI Mode which requires Library Manager to restart



## List View (Default)



- Familiar Look
- Narrow/specific data displayed
- Single Selection
- Best mode for operations on a single cell view
- Faster Startup

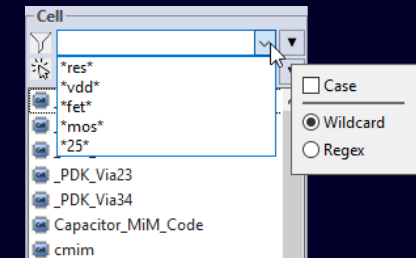
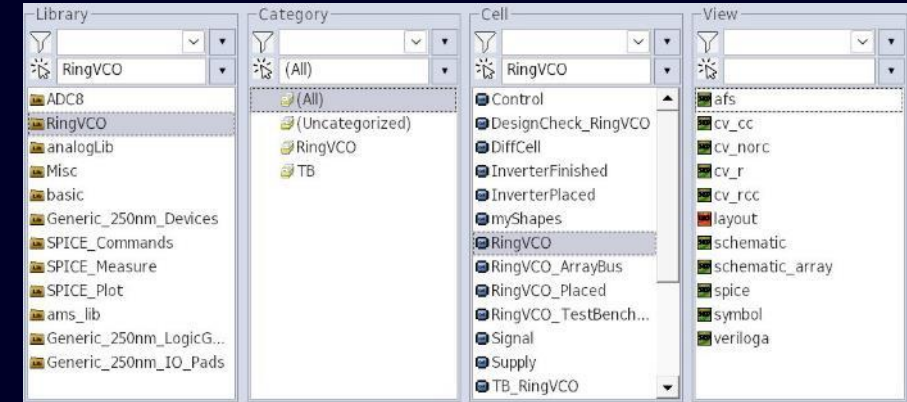
## Table View (Advanced)

Project Libraries		Libraries		Cells	Views			
		LIBRARY	CELL	VIEW	TYPE	MODIFIED	MODIFIED BY	RESERVED BY
ADC8	RingVCO	RingVCO	RingVCO	spice	spice	2025-04-08 13:32:34	Mike S	
analogLib		RingVCO	Control	symbol	symbol	2024-10-05 14:48:27	Mike S	
Misc		RingVCO	DiffCell	symbol	symbol	2024-10-05 14:48:31	Mike S	Mike S
basic		RingVCO	InverterFinished	symbol	symbol	2024-10-05 14:48:33	Karen C	Karen C
Generic_250nm_Devices		RingVCO	RingVCO_Array...	symbol	symbol	2024-10-05 14:48:40	Mike S	
SPICE_Commands		RingVCO	RingVCO	symbol	symbol	2024-10-05 14:48:38	Mike S	Mike S
SPICE_Measure		RingVCO	RingVCO	veriloga	veriloga	2025-05-05 20:42:54	John T	John T
SPICE_Plot		RingVCO	Signal	wiremodel	wiremodel	2024-08-13 11:18:57	Fred D	
ams_lib		RingVCO	Supply	wiremodel	wiremodel	2024-08-13 11:18:58	Fred D	
Generic_250nm_LogicGates								
Generic_250nm_IO_Pads								

- Wide/comprehensive data displayed
- Multiple selections
- Best mode for operations on multiple cell views or on cells or libraries
- Suitable for CAD managers, PDK developers

# Library Manager

- List View
  - Displays Libraries, Categories, Cells, and Views as lists instead of tables that only displays subsequent levels of information based on selection, i.e., only display the cell views after selecting a single cell from the selected library
- Performance Optimization
  - Uses background threads for async data loading in Library Manager
  - Library Manager Start-up is significantly faster compared to older versions
- Filtering
  - Filter using wildcards or regular expressions or select from a history of previously specified filters







# Schematic Design & Simulation Interface



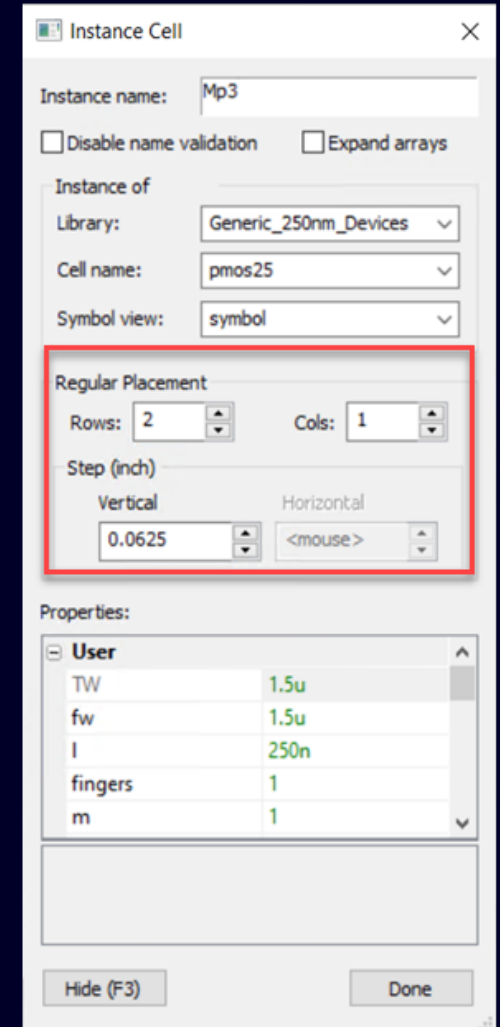
# S-Edit & Simulation Interface New Features Overview

- S-Edit
  - Regular Placement During Instancing
  - Duplicate By
  - Highlight Manager
  - Highlight Reflections
- Hierarchy Editor
  - Context menu to set bindings from schematic
  - Info/Explain command
  - Hierarchical config support
  - SDE/Solido Integration

# S-Edit

## Regular Placement During Instancing

- **Core Functionality Boost:**
  - Cell > Instance now can define and place multiple copies of an instance in a grid arrangement (rows & columns)
    - Significantly increases productivity for repetitive placements
    - Aligning with competitive tools
- **Intuitive Placement Workflow:**
  - **Anchor Point:** 1<sup>st</sup> click to set the starting position
  - **Delta Definition:** User can either enter a step value or define it graphically in the schematic with the cursor
  - **Flexible Clicks:** 1-click (pre-defined step values), 2-click (1D), or 3-click (2D)
  - **Smart Preview:** Shown as the cursor moves



# S-Edit

## Regular Placement During Instancing

- **Enhanced Instance Dialog (continued):**
  - Step values can be defined
    - By mouse click (set the value to 0)
    - Explicitly by setting the value in display units. Eliminates the mouse click.  
For example, 2D regular placement is typically 3-click operation. With explicit vertical step value, it is 2-click operation
  - Any changes to the fields in the dialog will reset the placement operations which will require the user to redo all mouse clicks
- **Operations Specifications**
  - Dynamic Preview Updates
    - The preview of the placement will adapt as you change the “step” value in the dialog
    - If you clear or set a step value to 0, the preview will adjust instantly, even reverting to a single instance if needed and so will the placement operation

# S-Edit

## Regular Placement During Instancing

- **Operations Specifications (continued)**
  - **1D Horizontal Regular Placement:**
    - When you specify multiple columns (and 1 row), S-Edit will create a horizontal line of instances
    - If spacing isn't preset, it's a 2-click operation
      - 1<sup>st</sup> click → places the initial instance
      - 2<sup>nd</sup> click → defines the horizontal spacing (Delta X) for regular placement
  - **1D Vertical Regular Placement:**
    - When you specify multiple rows (and 1 col), S-Edit will create a vertical line of instances
    - Like the horizontal placement, spacing can be defined or not which defines how many clicks are needed
  - **2D Regular Placement:**
    - Multiple rows and columns will require 3 click for placement (if spacing isn't preset)
      - **1<sup>st</sup> Click:** Places the anchor point
      - **2<sup>nd</sup> Click:** Defines horizontal spacing
      - **3<sup>rd</sup> Click:** Defines vertical spacing, ready for placement



# S-Edit

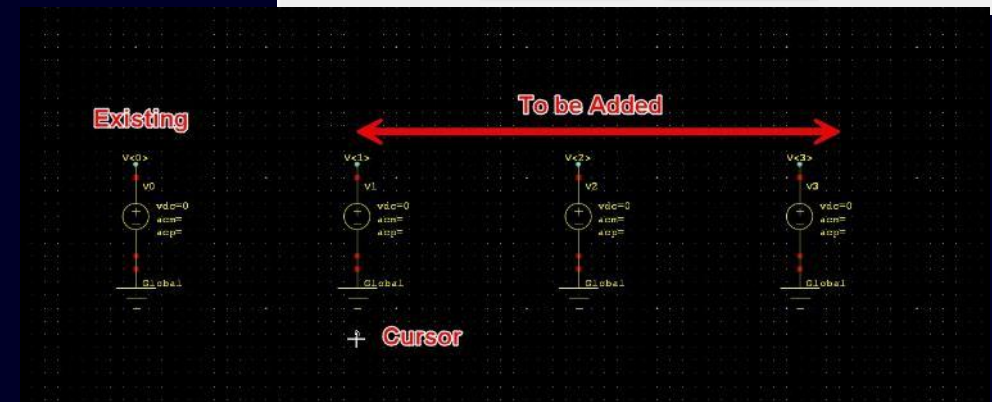
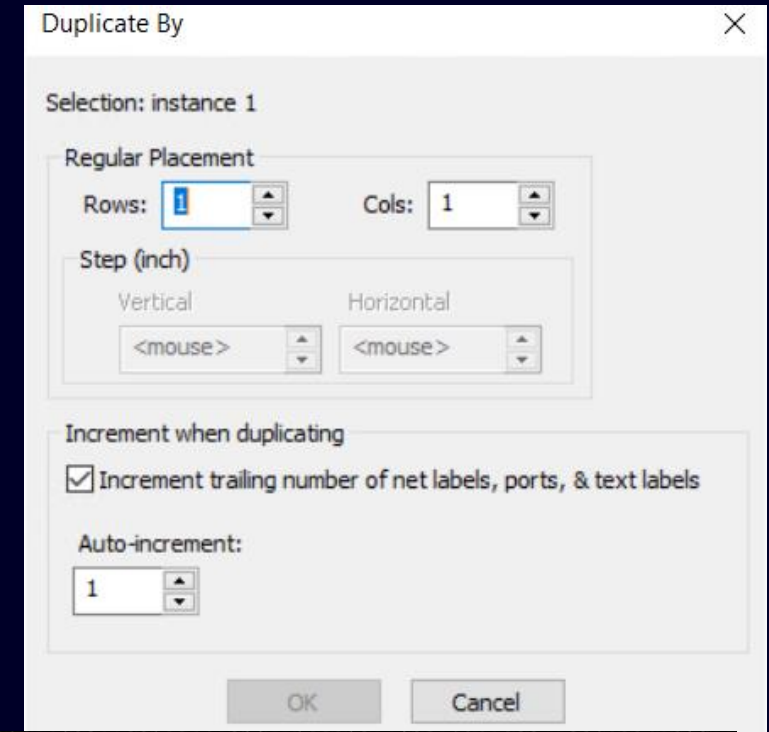
## Regular Placement During Instancing

- **Instance Naming**
  - Must be unique
  - S-Edit uses the following rules:
    - **Numbered Instances:** Increment the last number found in the name (e.g., C1 → C2)
      - Note: This applies to array bits but not to array notation (X<1> → X<2> but C<1:3> → Error)
    - **Non-Numbered Instances:** Appends \_C# (for cols in horizontal 1D) or \_R# (for rows in vertical 1D)
    - **2D Regular Placement:** Always appends \_C#\_R# for non-numbered, or increments digits found in name (e.g., A11C → A12C)

# S-Edit

## Duplicate By As with Regular Placement

- **Duplicate By Command:**
  - Found under **Edit > Duplicate By...** (no default key binding)
  - Duplicates the selected objects into rows and columns, placing "**N-1**" copies relative to your initial selection (e.g., 99 copies for a 10x10 regular placement)
- **Control & Placement:**
  - Uses a **modal** dialog for setting rows, columns, and X/Y spacing.
  - Selected objects are the anchor, so only 1 click (1D) or 2 clicks (2D) are needed to complete operation
  - Step is set by mouse click or explicit value
  - Interactive preview as you move the mouse
  - ESC key cancels interactive placement



# S-Edit

## Duplicate By As with Regular Placement


- **Naming & Uniqueness:**
  - Option to **increment** trailing numbers of net labels, text labels, and ports.
  - If instances are duplicated, S-Edit follows the same rules for creating unique instance name as the Instance dialog with regular placement (appending \_C#, \_R#, \_C#\_R#)
- **Optimized for Large Designs:**
  - Smart rendering for large duplications, showing only key elements to maintain performance and responsiveness (2x2 in the lower left and a copy at each corner (upper left, upper right, lower right)).
  - Partial preview kicks in if both rows and cols  $\geq 3$  or either one is  $\geq 6$




# S-Edit

## Enhanced Highlight Manager


- The Net Highlight Manager has been renamed to the **Highlight Manager**:
- Through the **Highlight Manager** users can now highlight nets, pins, and instances
- Users can select color and style - 5 pre-defined styles are available, but more customization is available via the Tcl command
- Users can toggle the visibility of all highlights




Net 1




Net 2



Net 3



Net 4



Net 5

**Highlight (Color Only)**

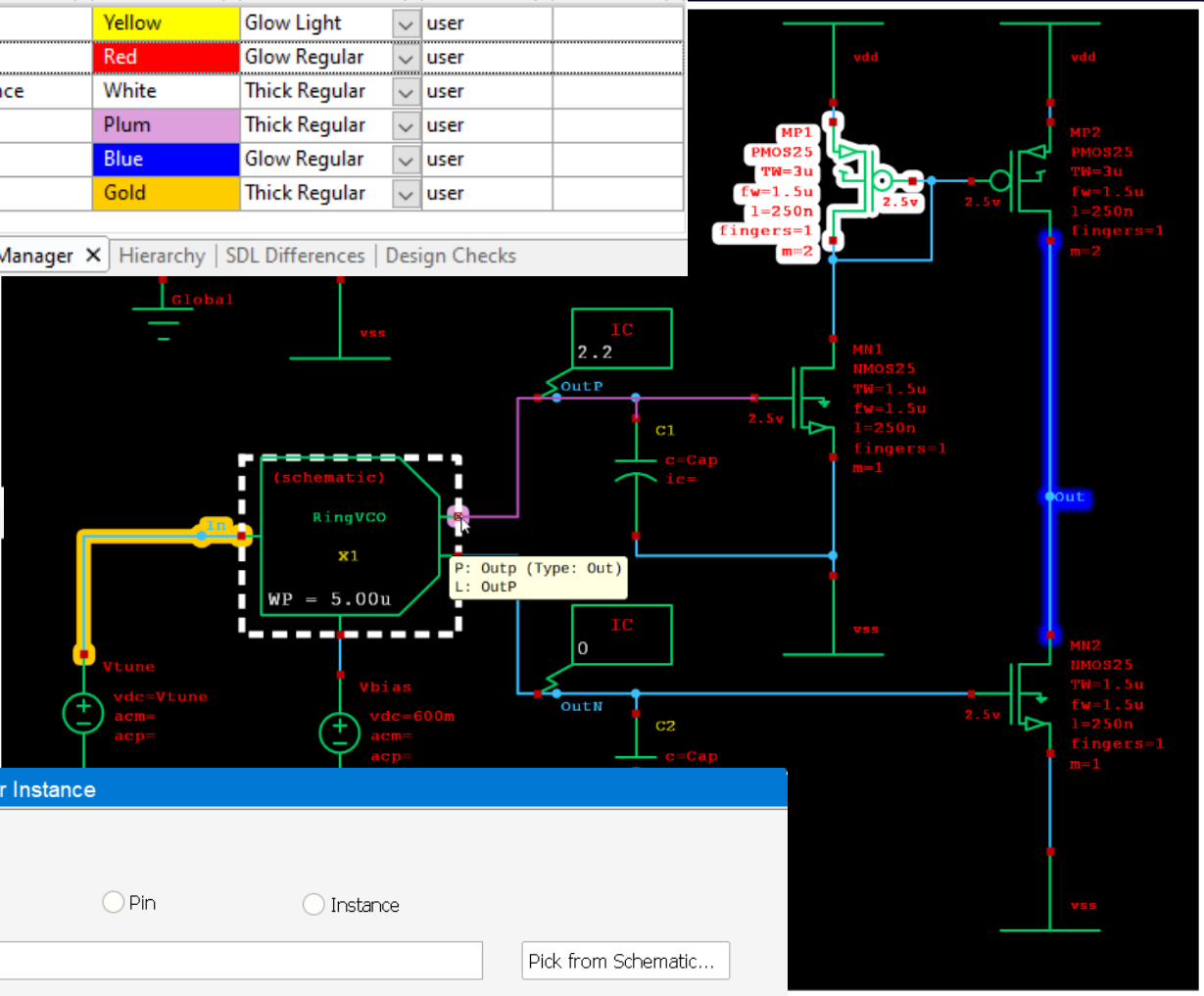
**Glow Light**

**Glow Regular**

**Thick Light**

**Thick Regular**

Highlight Manager					
Showing 6 of 6 row(s)					
Name	Type	Color	Style	Category	Group
X1/Xa3/N_2	net	Yellow	Glow Light	user	
X1/Vb1	net	Red	Glow Regular	user	
MP1	instance	White	Thick Regular	user	
X1:Outp	pin	Plum	Thick Regular	user	
Out	net	Blue	Glow Regular	user	
In	net	Gold	Thick Regular	user	



Add Net, Pin, or Instance

☒ Net ☐ Pin ☐ Instance

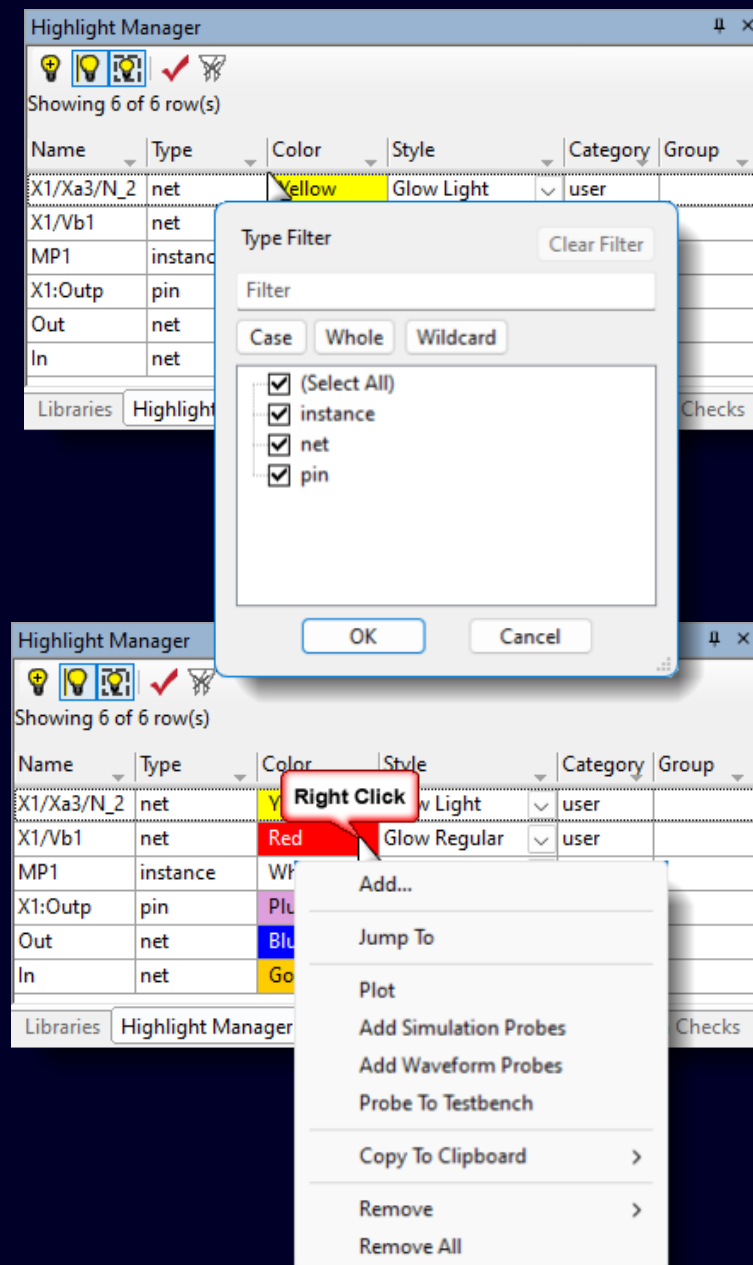
Name:



# S-Edit

## Enhanced Highlight Manager

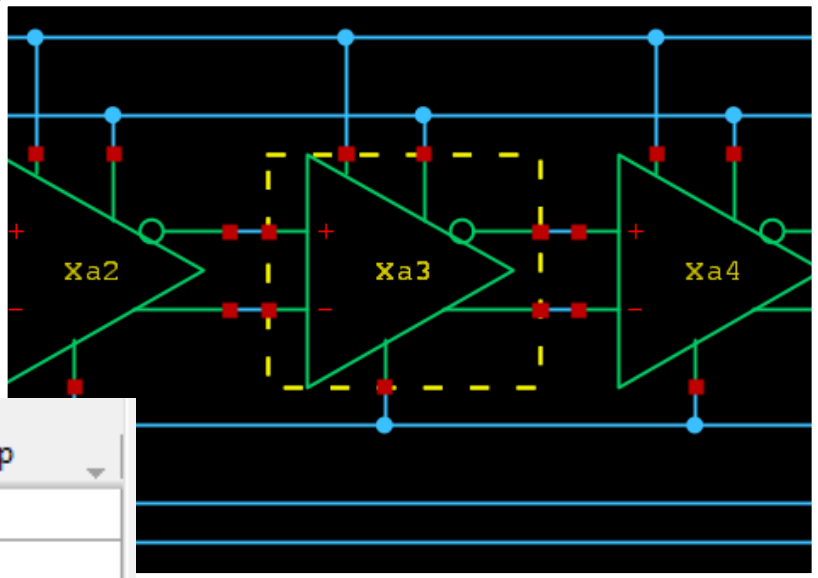
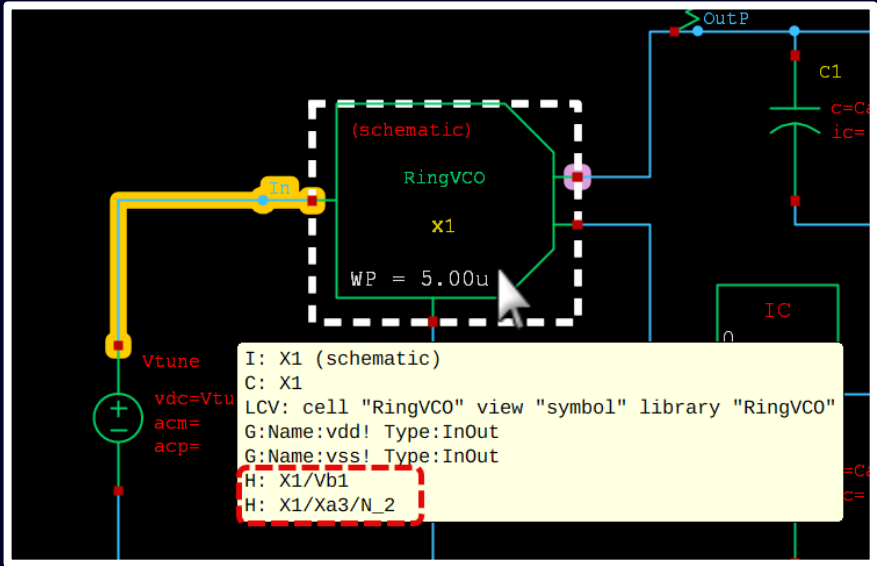
- **Highlights can be added**
  - By the **Highlight Manager**
  - By the **Highlight Net** command/toolbar button
  - By Waveform Cross-probing (Schematic -> Waveform Viewer)
  - By Cross-Selection (Waveform Viewer -> Schematic)
- **Sort and Filter Columns**
- **Copied to Clipboard** (in Tcl format) to be saved in a Tcl file for reuse
- **New category field indicates the purpose of the highlight** (Waveform Cross-Probing entries get added as Simulation category)
- **Add Simulation Probes** – Adds entries for all simulation plot items from either the **Output pane** in SDE or the **Results pane** in the setup simulation for TDE
- **Add Waveform Probes** – Adds entries for all currently plotted waveforms of a net or a pin current
- **Plot / Probe to Testbench** – Plot the selected user highlight or add it to the simulation setup to be plotted every time you simulate



# S-Edit

## Highlight/Probe Reflections

- Instances are highlighted with a dashed box to let the user know there are highlights down that hierarchical path (**Highlight Reflection**):
  - Bold white dashed box means multiple highlights exist with details in the tooltip
  - Regular dashed box means one highlight exists and the color of the box is the same as the highlight color
- Users can toggle the visibility of **Highlight Reflections**
- Highlights are per design and not specific to a cell, so if you highlight the **Vdd** net, any cell you open that has the **Vdd** net will be highlighted with the same color and style
  - The highlight manager shows all highlights per design, and some highlights may not have context/exist in the active view
  - Users can run a check, and it will display the highlight name in **red** for those highlights that do not exist in the current active view or its hierarchy

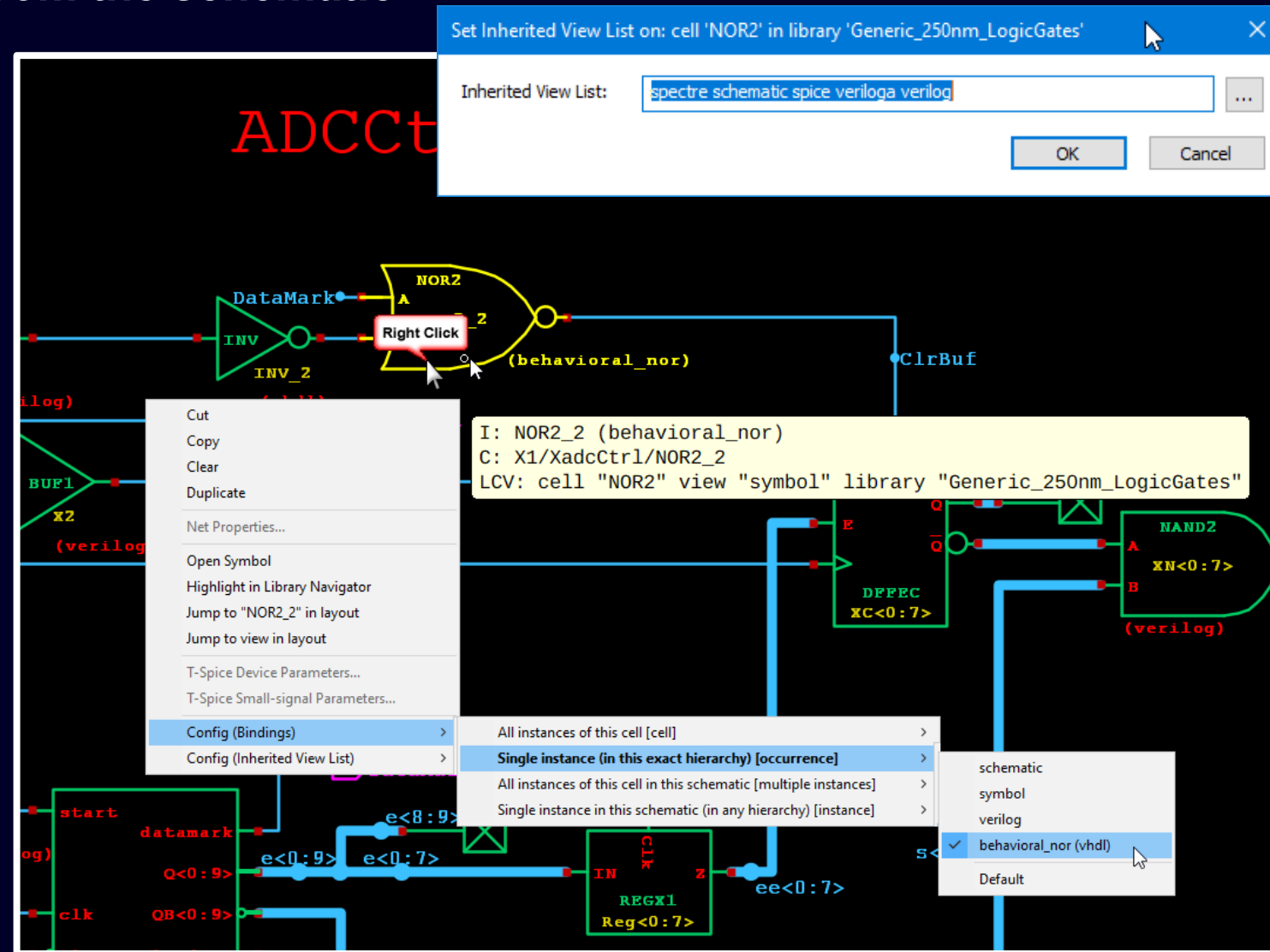


Name	Type	Color	Style	Category	Group
X1/Xa10/N_4	net	Orange	Highlight	user	
X1/Xa3/N_2	net	Yellow	Glow Light	user	

# S-Edit – Hierarchy Editor

## Set binding for config views directly from the schematic

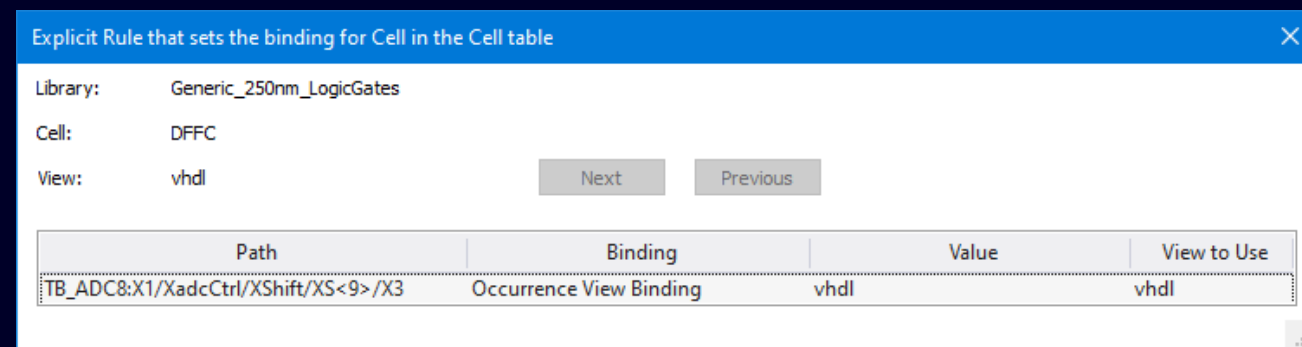
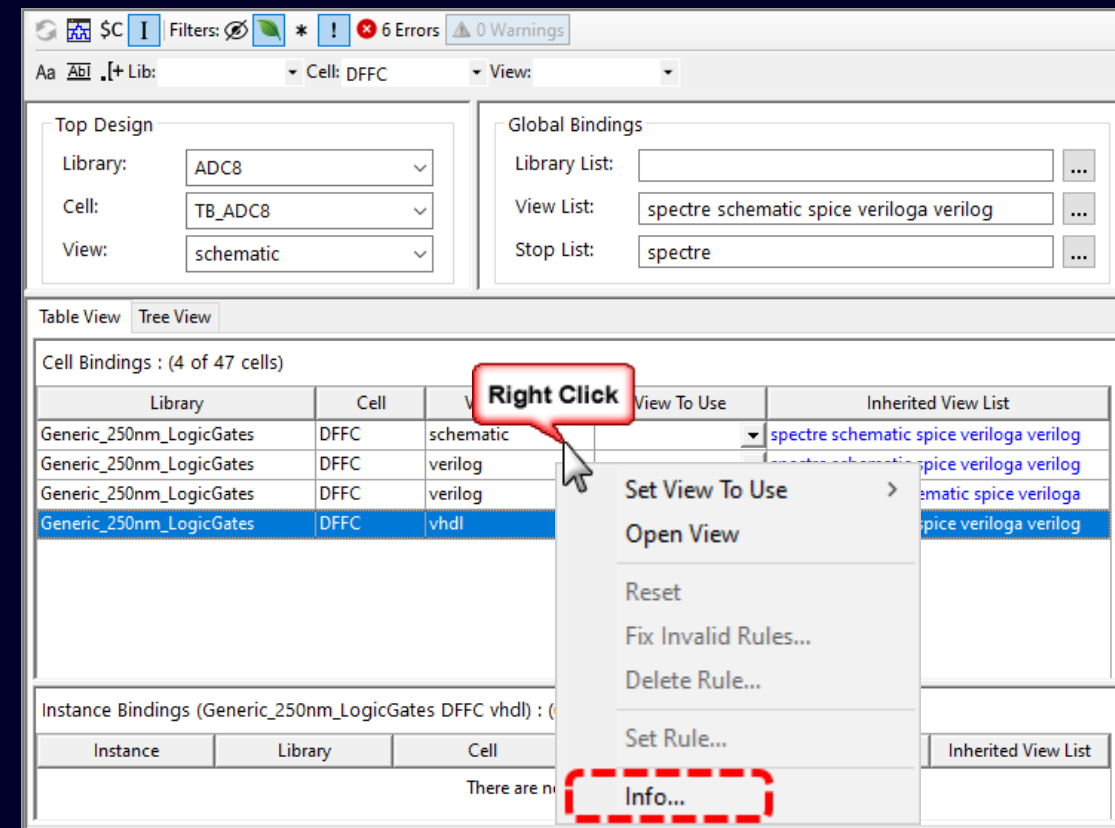
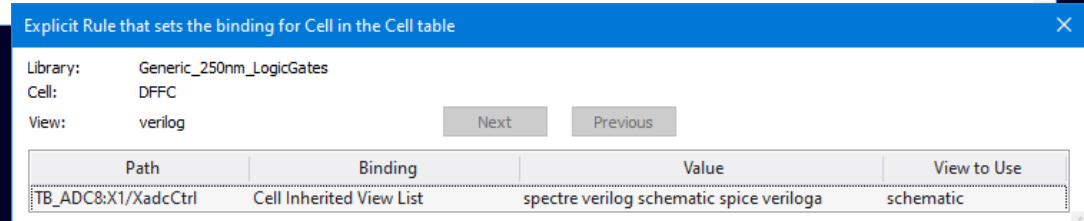
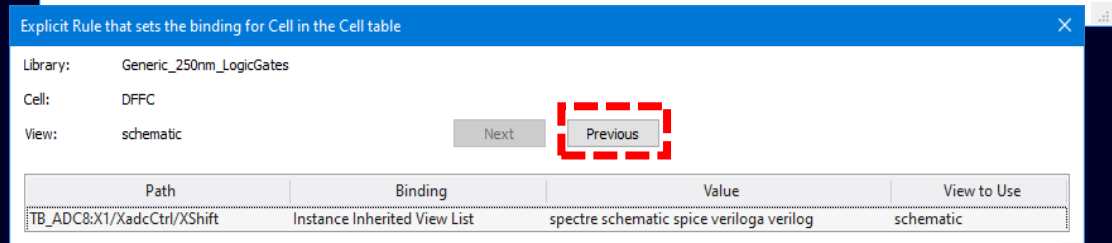
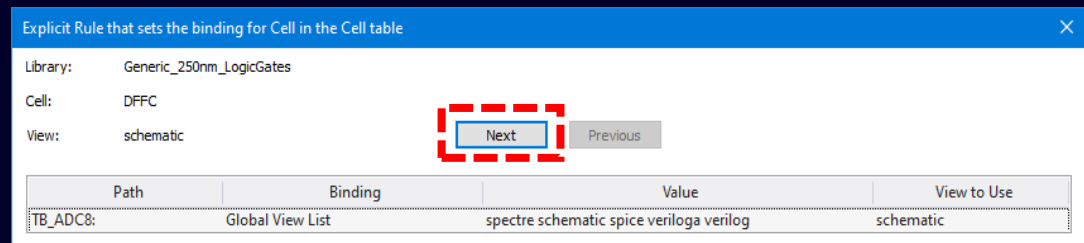
- Users can set **cell binding**, **instance binding**, or **occurrence binding** for config views directly in the schematic as a more convenient way to setup config views
- Slow right click on the instance
  - All instances of this cell (**cell binding**)
  - Single instance (in this exact hierarchy) (**occurrence binding**)
  - All instances of this cell in this schematic (**multiple instances binding**)
  - Single instance in this schematic (in any hierarchy) (**instance binding**)
- Inherited View Lists can also be set in the schematic



# S-Edit – Hierarchy Editor

## Info (Explain command)

- Users can use the **Info** command to understand how a particular Cell's, Instance's, or Occurrence's binding was set based on the rules that affect it (through view lists and explicit binding) in the config view
- If multiple rules affect the binding, you can step through them to debug complex bindings, inheritance, and rule precedence





## S-Edit – Hierarchy Editor

### Hierarchy Config Support

- **Users can use config views as bindings which is useful for complex IP which has predefined config views**
  - Bindings set by a config view are read-only and cannot be changed
  - Users can also bind via **External HDL** to indicate that the view will be external and the user will provide the implementation to the simulator (usually the digital simulator)

# SDE/Solido Integration

## Probing enhancements

- When picking nets and pins in the schematic for plotting from SDE Output pane, now use new highlight style of glow for net and thick for pins.
- Various other ways to select information from the schematic from SDE Test panes, now use new highlighting styles.

## Cell optimizer support

- When running the Cell Optimizer in Solido DE, users can now back-annotate optimized parameters back to the schematic.

**Configurations**

Tools

- AFS\_FreqVsLoad
- AFS\_MonteCarlo
- ELDO\_FreqVsLoad
- ELDO\_MonteCarlo
- Cell\_Optimizer**

Results

Reports

Project Files

**Targets**

To run this task, at least one design variable must be configured with multi

Set targets

CellArea: Objective: Minimize

RingFreq: Range: 125M - 170M

Set goal function

Default. Currently synchronized to output specs.

**Design variables**

Sweep variables setup

Device instances (2)

Parent	Instance	Type	Source	I	W
	MP2	PMOS25	Manual	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
	MN2	NMOS25	Manual	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>

Sweep variables (4 total)

Variable	Parameter	Netlist	Init. value	Sweep values
MN2.l	l	250.0n	250.0n	125.0n, 250.0n, 375.0n
MN2.w	w	1.500u	1.500u	750.0n, 1.500u, 2.250u
MP2.l	l	250.0n	250.0n	125.0n, 250.0n, 375.0n
MP2.w	w	1.500u	1.500u	750.0n, 1.500u, 2.250u

**Simulation Logs (/home/asikhan/sde\_sim/sim/)**

- netlist
- ovd
- afs.fc
- afs.ic
- logFile
- run\_simulator
- runObjFile
- simulator\_log**
- simulator\_stdout.log
- simulator\_stderr.log
- solido\_wave\_stdout

**MP2 PMOS25**

W=7.5u

L=250n

fingers=1

m=2



# Layout Design and Physical Verification

# L-Edit New Features Overview

- Improved Editing
  - Performance improvements
  - Edge Selection
  - F3 Instance Cell
  - F3 Draw Wire
  - Multipart Path (MPP)
- Improved Design Debug
  - Highlight Connected
  - Dimming
  - Pick at Point
- Connectivity Driven Design
  - Schematic Driven Layout
  - Engineering Change Order
  - Interactive Router – point to point



# L- Edit

## Performance Improvements

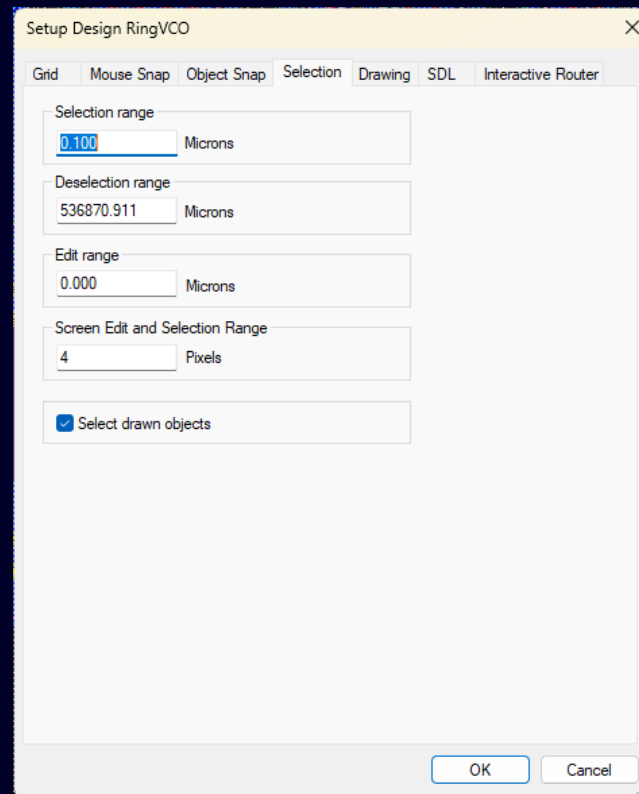
- Significant performance improvement have been made across the flow
- Focus on improving usability while editing
  - Pan
  - Zoom
    - When zooming in  
and
    - When zooming out
  - Selection (drag box and click)
- Improvements on large layout (100 million objects and more)
  - Selection
  - Moving
  - Deleting
  - Object snapping
- And many others



# L- Edit

## Edge Selection

- Improved Edge Selection for both high and low zoom levels
- Selection distance was controlled by Setup > Design... > Selection > Selection Range (in microns)
- Now the selection distance is the max of the Selection Range (in Microns) and the Screen Edit and Selection Range (in pixels, previously called "Edit Range")



# L- Edit Instance Cell

- Enhanced F3 Modeless Dialog
  - Change settings more easily while instancing to place with correct parameters at correct location
    - Saves from multiple Edit Objects or move operations after the instance is placed
  - Place multiple instances without restarting the command
- New Functionality
  - Instance names conflict dialog
  - Preview of Instance/PCell/Array during placement
    - Shows more detail based on the object count in the instance
      - User can still press TAB to see alternate views

Instance Cell

Instance Name: rhp\_0

☒ Expand Arrays Place Remaining

Instance of

Library: Generic\_250nm\_Devices

Cell: rhp

View: layout

☐ Show Hidden Cells

Array Parameters (Microns)

1x1 ΔX: 1.500 ΔY: 27.550 Define Array Parameters...

Cursor Anchor Point

Cell Origin Define Cursor Anchor Point...

Location (Microns)

0.000 0.000 Place

T-Cell Parameters: ↑

Instance Parameters	
Segment Width	1u
Segment Length	25u
Segments	1

Hide (F3) Done

# L- Edit Instance Cell

- Settings
  - Instance Name or Multiple Instance Name (space separated)
    - Support for array notation
  - Expand Array - If Instance Name is an array, place them one instance at a time, updating the name
  - Place remaining instances from list based on delta of the last two instances
  - LCV of cell to instance
  - Define Array Parameters
    - User sets Repeat Count and Delta
  - Pick Anchor Point of the instance on the cursor
    - User can set to Cell Origin, or a reference location on the Cell MBB, Cell Abut, or Pin
  - Place instance at specific coordinate location
  - T-Cell Parameters

Instance Cell

Instance Name:

☒ Expand Arrays Place Remaining

Instance of

Library:

Cell:

View:

☐ Show Hidden Cells

Array Parameters (Microns)

1x1 ΔX: 1.500 ΔY: 27.550 Define Array Parameters...

Cursor Anchor Point

Cell Origin Define Cursor Anchor Point...

Location (Microns)

0.000 0.000 Place

T-Cell Parameters: ↑

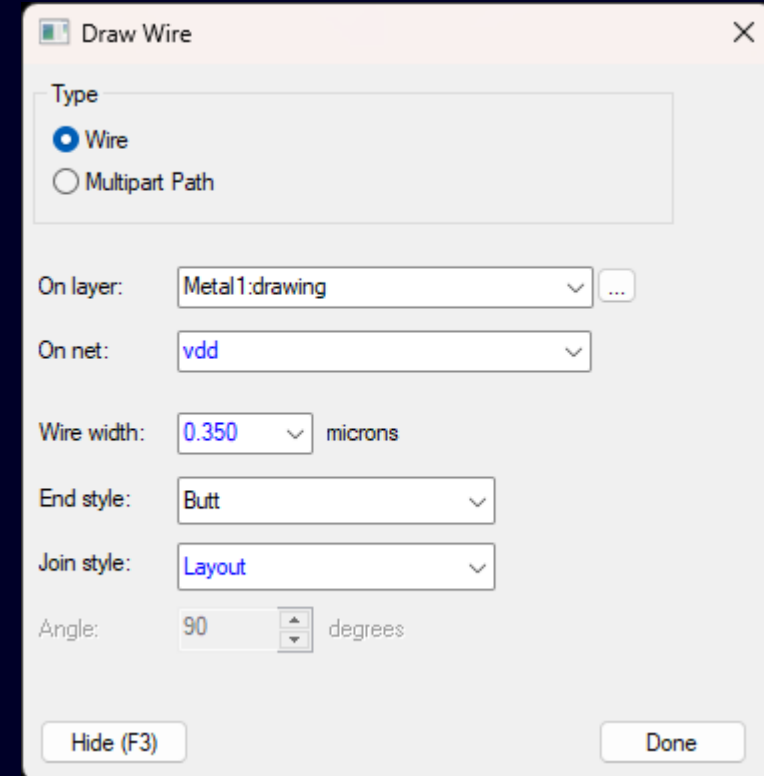
Instance Parameters	
Segment Width	1u
Segment Length	25u
Segments	1

Hide (F3) Done

# L- Edit

## Draw Wire

- Enhanced F3 Modeless Dialog
  - Change settings more easily while drawing wires to adjust settings before drawing
    - Saves user from needing to use Edit Objects after the wire is drawn
- New Functionality
  - Wire Width can pull from PDK technology or Setup Layer default
  - Multipart Paths (MPPs) can be drawn (see slide on MPPs)



The 'Draw Wire' dialog box is shown with the following settings:

- Type:** ☒ Wire, ☐ Multipart Path
- On layer:** Metal1:drawing (with a dropdown arrow and an ellipsis button)
- On net:** vdd (with a dropdown arrow)
- Wire width:** 0.350 (with a dropdown arrow) microns
- End style:** Butt (with a dropdown arrow)
- Join style:** Layout (with a dropdown arrow)
- Angle:** 90 (with a spinner box) degrees

Buttons at the bottom: Hide (F3) and Done.

# L- Edit

## Draw Wire

- Settings
  - Type can be set to draw wires or MPPs
  - Layer – LPP of the wire to be drawn
  - Net – Optional net name for the wire
  - Wire Width – Width of wire in display units
    - RMB click to reset to defaults from PDK technology or Setup Layers
- End Style
  - RMB click to reset to defaults from Setup Layers
- Join Style
  - RMB click to reset to defaults from Setup Layers
- Angle
  - Enabled when Join Style Miter is used
  - RMB click to reset to defaults from Setup Layers

Draw Wire

Type

☒ Wire

☐ Multipart Path

On layer: Metal1:drawing ...

On net: vdd

Wire width: 0.350 microns

End style: Butt

Join style: Layout

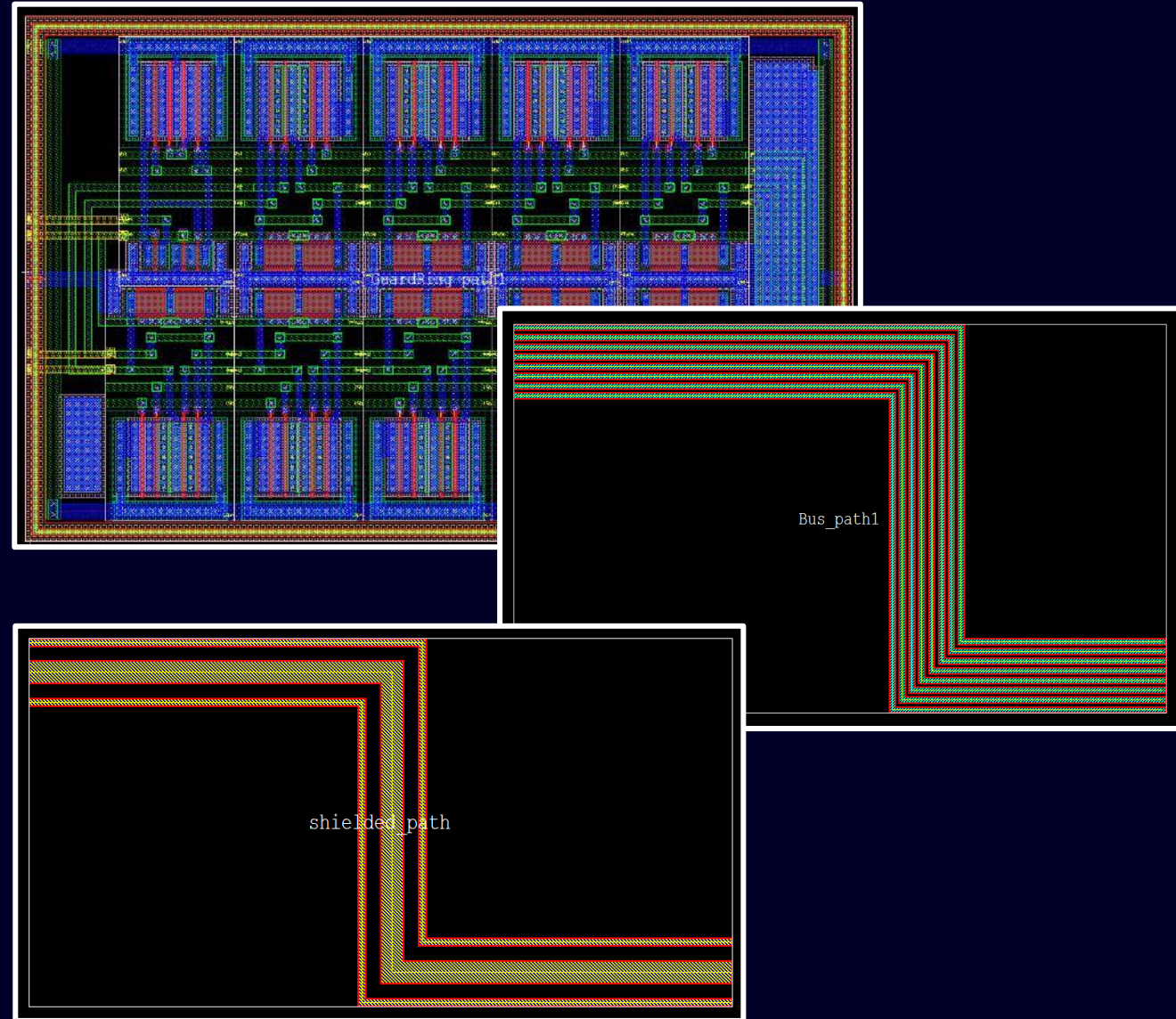
Angle: 90 degrees

Hide (F3) Done

# L- Edit

## Multi-Part Path

- Reusable Structures
  - Facilitates creation of layout templates for common analog patterns (guard rings, buses, shielding, contact arrays)
  - User draws main path points and all other required subpaths are created automatically for user as was defined
- Improved Productivity
  - Reduces manual effort in drawing complex structures
    - User can define once and save as MPP template
    - Can be configured as user is drawing without a template
- Drawn/Edited like wires
- Chop and Heal
  - Can Heal chopped regions
- Legacy Guard Ring Templates will be automatically converted into new MPP Templates





# L- Edit

## Multi-Part Path

- MPPs contain
  - Single Main Path
    - Main Path is defining object
  - One or more Subparts
  - Exist in relation to the Main Path
  - Treated as a single object (group)
  - Can define any number of subparts of the following type
    - Offset subpath
    - Enclosure subpath
    - Subrectangle

Edit MPP Template: mpp "GuardRing\_PTAP"

Units: Microns

Main path:

Layer	Width	End Style	Choppable	Offset	Justification	Net Name
Active:drawing	0.550	Butt	<input checked="" type="checkbox"/>	0.000	center	

Offset subpath:

Layer	Width	Separation	Justification	Begin Offset	End Offset	Choppable	Net Name
Metal1:drawing	0.450	0.000	center	0.000	0.000	<input checked="" type="checkbox"/>	

Enclosure subpath:

Layer	Enclosure	Begin Offset	End Offset	Choppable	Net Name
P_Implant:drawing	-0.400	0.000	0.000	<input checked="" type="checkbox"/>	

Subrectangle:

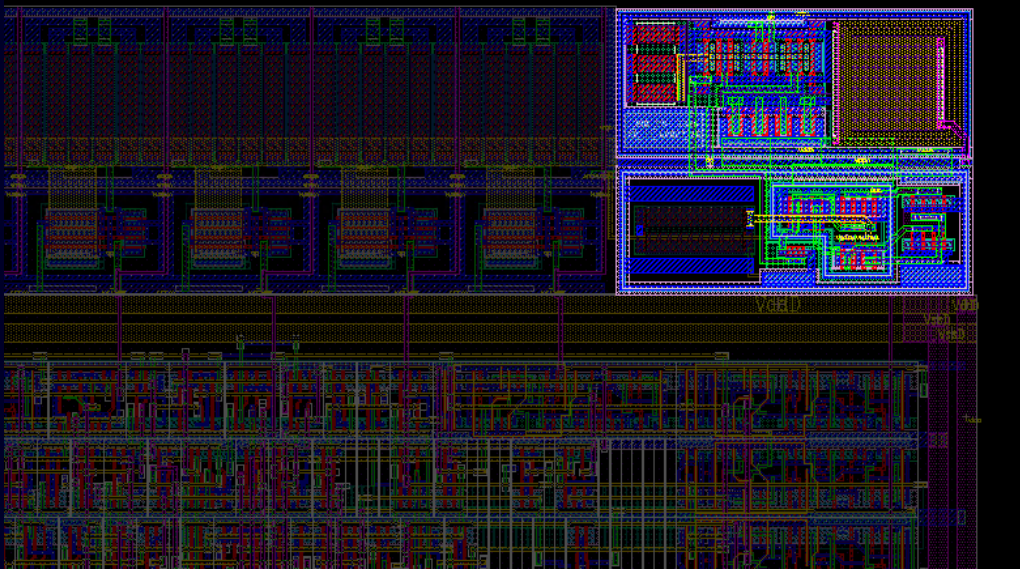
Layer	Width	Length	Spacing	Distribution	Separation	Justification	Begin Offset	End Offset	Begin Seg...	End Segme...	Choppa...	Net Name
Contact:drawing...	0.250	0.250	0.400	distribute	0.000	center	-0.200	-0.200	0.000	0.000	<input checked="" type="checkbox"/>	

Ok Cancel

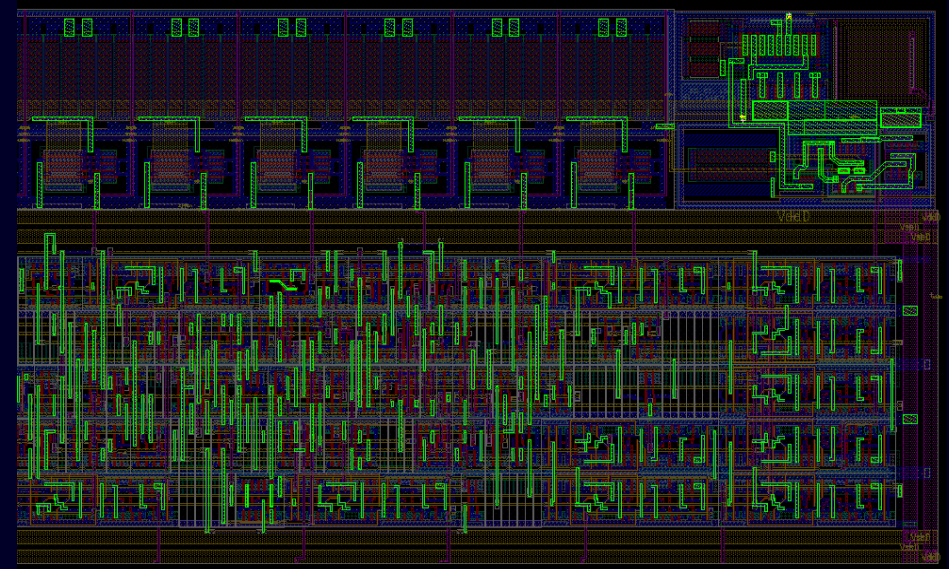
# L-Edit

## Dimming

- Portions of the layout can be dimmed with respect to the rest of the layout view
- Examples:
  - Edit in Place
  - By layer
- Dimming intensity - Controlled by the dimming slider on the status bar



Edit in place

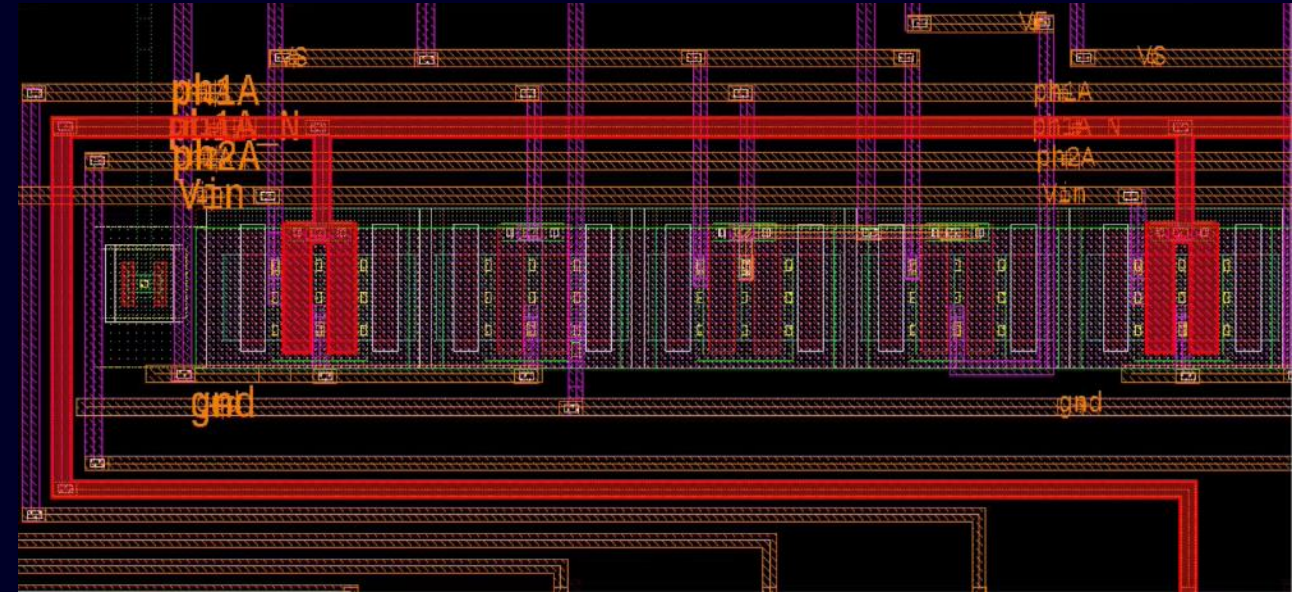


All layers dimmed but Metal 2

# L-Edit

## Highlight Connected

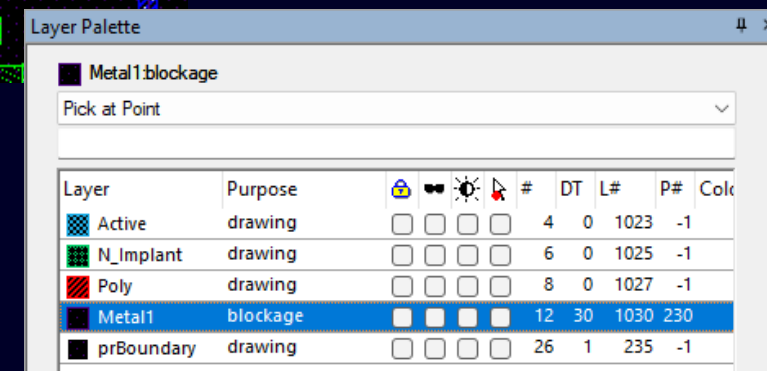
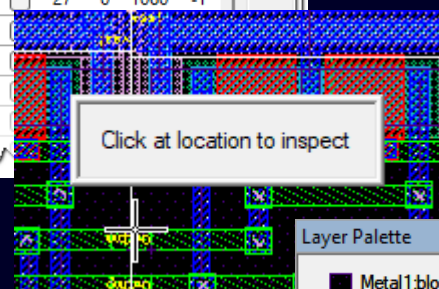
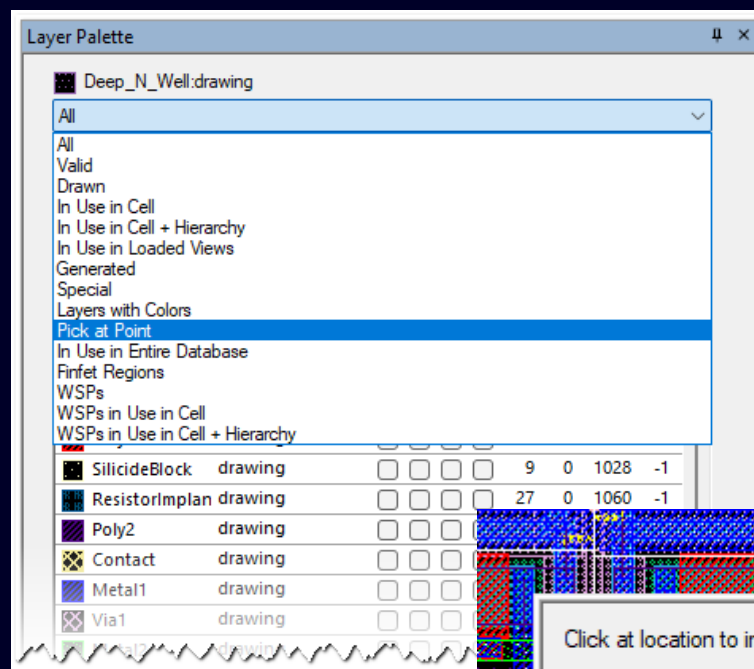
- Traces and highlight the connectivity of a selected shape through the design hierarchy
- Can also trace a net by its name
- Doesn't require prior connectivity extraction
- Traces a large net more than 10X faster than extracting the connectivity of the design
- Uses the connectivity rules from the PDK OA tech or the Tech layer setup
- Supports advanced nodes: Multi-Patterning, MEOL and trim layers
- Can trace and highlight a net by steps, with user definable step sizes
- Command is interruptible
- Works outside of Schematic Driven Layout environment
- **Licensing** – L-Edit IC EE required for this new feature



# L-Edit

## Pick at Point

- New Filter in Layer Palette
  - Prompts user to click at point in layout
  - Only layers below the chosen point are displayed in the layer palette

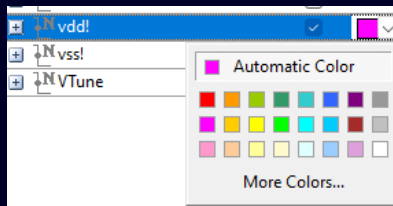




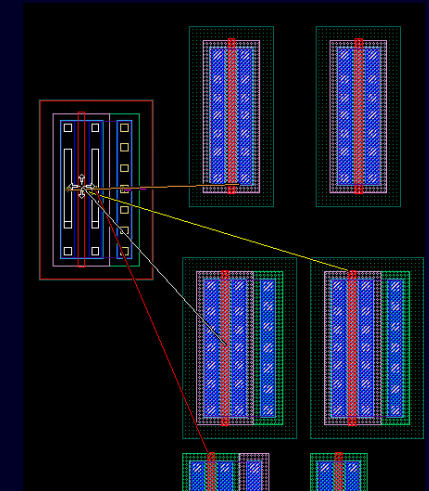
# L-Edit

## Schematic Driven Layout/Engineering Change Order

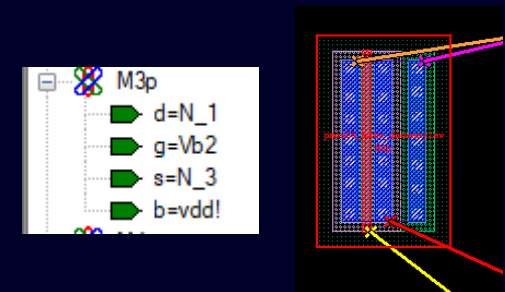
- Drag-and-drop from SDL Browser
- Flyline
  - Dynamic flylines – appear on instance or port being moved
    - Flyline updates dynamically as the object moves
    - Single instance or port selection only
  - Show Connected Flylines
    - On instance, it turns on flylines for all nets connected to the instance's terminals
    - On instTerm or port, it turns on flyline for the net connected
  - Change flyline color



Change flyline color



Dynamic flylines on instance being moved



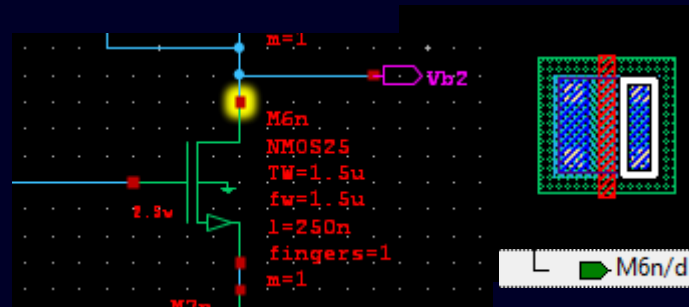
On M3p, RMB > Show Connected Flylines: turns on flylines connected to M3p's terminals

On instTerm:g, RMB > Show Connected Flylines, turns on flyline connected to g-terminal

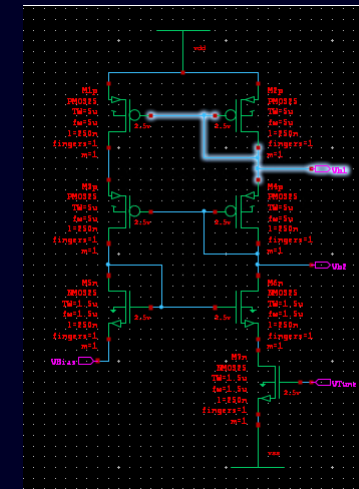
# L-Edit

## Schematic Driven Layout/Engineering Change Order

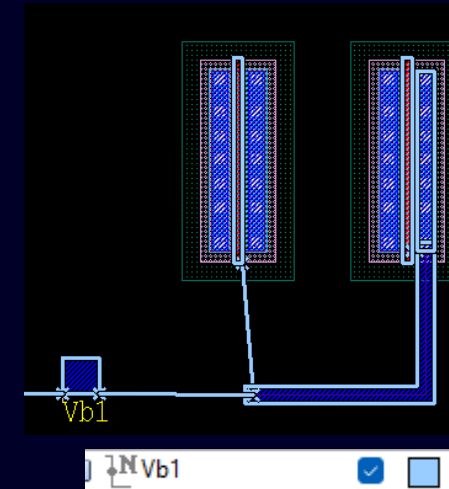
- SDL Cross-probing
  - Similar to flyline color, cross-probing color can now be changed and customized in a similar fashion
  - Cross-probing to schematic now highlights the schematic net with the same color as the layout net
  - Instance terminals can now be cross-probed and highlighted in both layout and schematic
  - Clear existing highlights option added to cross-probing
  - Option to include or exclude flyline rendering when cross-probing a net
  - SDL options shortcut added to SDL toolbar button



InstTerm cross-probing



Cross-probing to schematic highlights schematic net with the same color as layout net

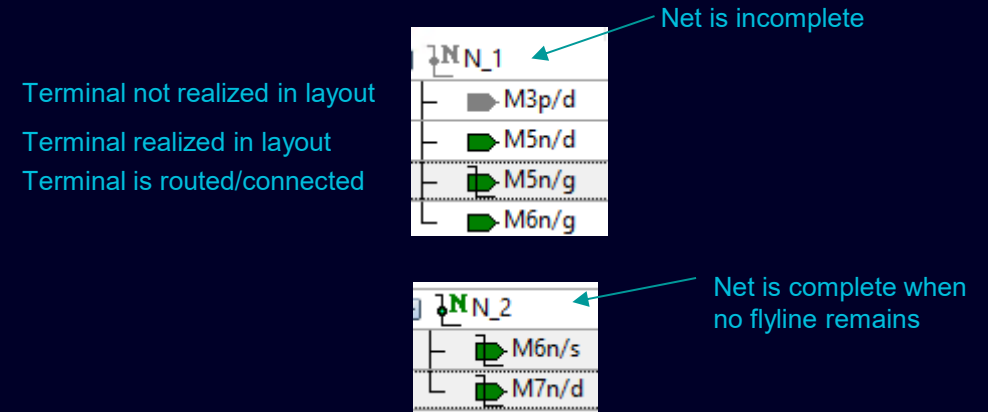




# L-Edit

## Schematic Driven Layout/Engineering Change Order

- Terminal status and net completion status
  - Terminal status
    - Not realized in layout
    - Realized / Placed in layout
    - Is routed/connected
  - Net completion status – complete and incomplete
    - Show Incomplete Net Info context menu displays number of remaining flylines in parentheses next to the flyline visibility column
- Status updated automatically after running interactive router, or by running Extract Connectivity
  - Known issue: flyline count displayed by Show Incomplete Net Info is not being updated automatically with interactive router or Extract Connectivity. (to be addressed in update release)




# L-Edit

## Schematic Driven Layout/Engineering Change Order

- SDL Mapping
  - Option to update layout instance name to match schematic when performing SDL Mapping
  - Check if layout instance has the same master as schematic
  - Support multiple selection of logic instances from the instance list and multiple selection of layout instances from the unmapped list to perform mapping
- Shorts Checker
  - Shorts checking is run automatically when Extract Connectivity is run. It checks all nets
  - Shorts checking on specific nets can be run on demand from the By Net view context menu
  - Shorts information such as net anchor, short location and shorted connection are displayed in Verification Navigator for shorts debugging

# L-Edit

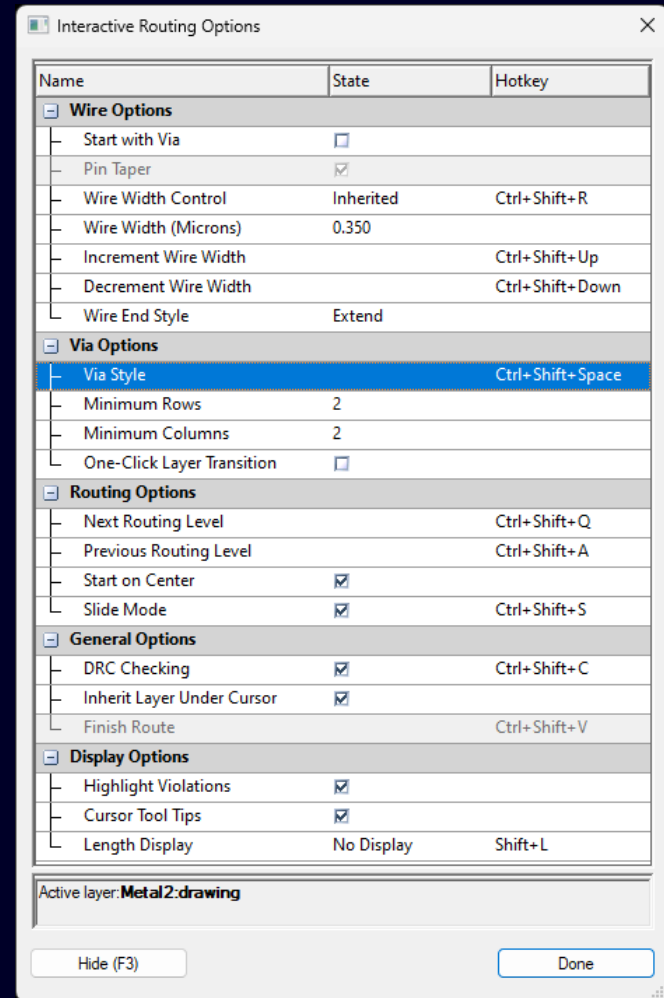
## Schematic Driven Layout/Engineering Change Order

- ECO
  - Push engineering change orders to existing layout from S-Edit
    - Click the same Create Layout button  and choose an existing layout view
  - Auto-fix enhancements
    - Enhanced m-factored device auto-fix handling
    - Missing in layout – auto-fix adds the specified items below the bounding box of the current layout

# L-Edit

## Interactive Router

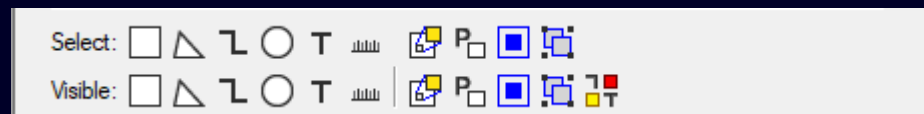
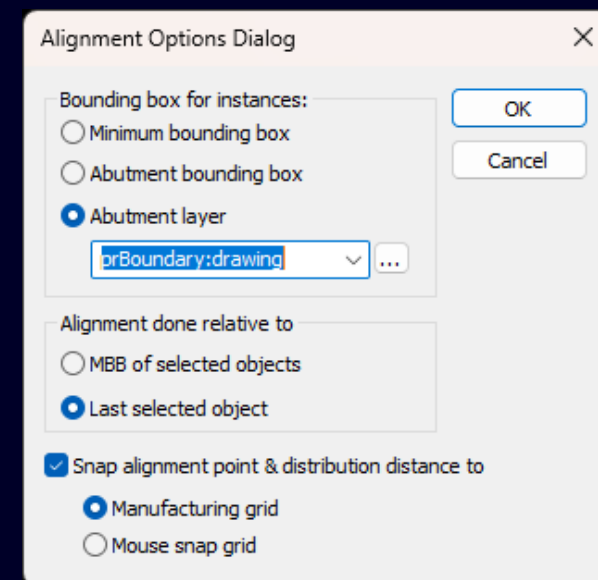
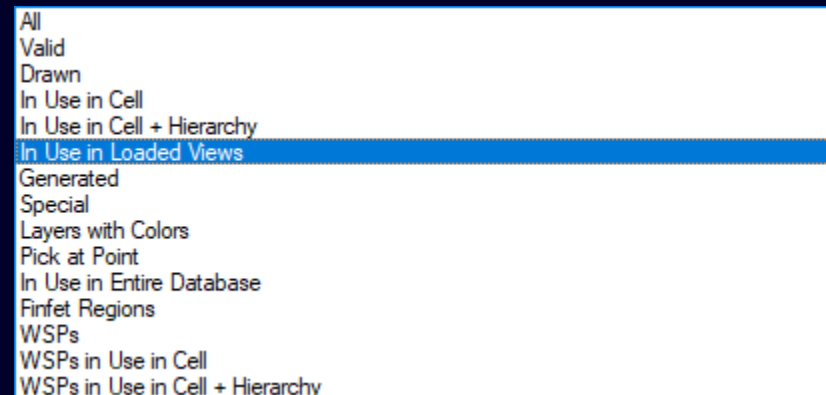
- Added Single Custom Via Support
  - Custom via arrays will be supported in a future release
- F3 Dialog
  - New “One-Click Layer Transition” feature
    - Starts perpendicular wire after via without extra click
  - Dynamic Text Displays Wire Width
  - Reorganized F3 dialog options and sections
- Mirror Routing
  - Waits for click in canvas to start routing
    - Allows for Start with via
    - Pin closest to cursor will be control pin
      - Rendered with +
- Pin snapping markers highlight when hovering mouse over ports



# L-Edit

## Additional Enhancements

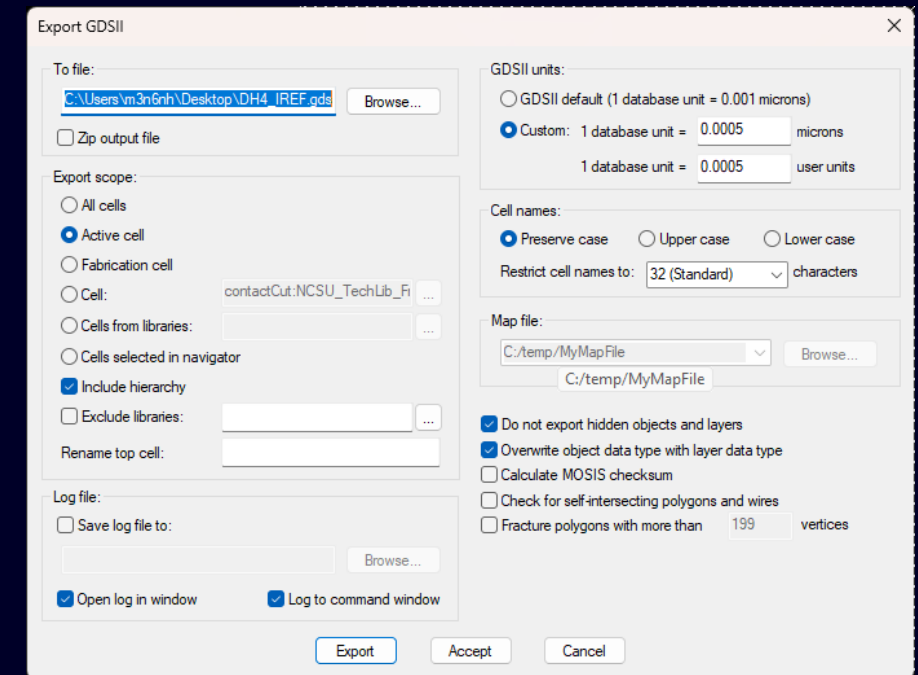
- Pan with Middle Mouse Button using Z key
  - Direction was changed to be consistent with S-Edit
  - Tcl variable `custom_ic_revert_pan_direction` set to 1 will switch back to previous direction
- Layer Palette Options
  - **In Use in Loaded Cells** added
  - **In use in File** renamed to **In use in Entire Database**
    - Now interruptible
- Cellnames in Library Navigator are now aligned regardless of whether they have an icon
- LEF Antenna extraction now operates with a Calibre One license
- Added alignment option choice to align to a specified layer for instances
- Boxes, Polygons, Wires, Circles, Pie Wedges, Tori and Rulers may now be enabled or disabled for selection
  - Previously this was only available for Ports, Vias, and Instances



# L-Edit

## Additional Enhancements

- GDS and Oasis layermap import and export
  - Now saved on a per-design basis
  - Tcl variable added to allow setting of layermap import/export to take precedence over GUI setting
    - `custom_ic_layermap` – Sets the map file for OASIS and GDS import and export. This has precedence over legacy `tanner_layermap`.
    - `custom_ic_oasis_import_layermap` – Sets the map file for OASIS import only. This has precedence over `custom_ic_layermap` and legacy `tanner_layermap`.
    - `custom_ic_oasis_export_layermap` – Sets the map file for OASIS export only. This has precedence over `custom_ic_layermap` and legacy `tanner_layermap`.
    - `custom_ic_gds_import_layermap` – Sets the map file for GDS import only. This has precedence over `custom_ic_layermap` and legacy `tanner_layermap`.
    - `custom_ic_gds_export_layermap` – Sets the map file for GDS export only. This has precedence over `custom_ic_layermap` and legacy `tanner_layermap`.





# L-Edit

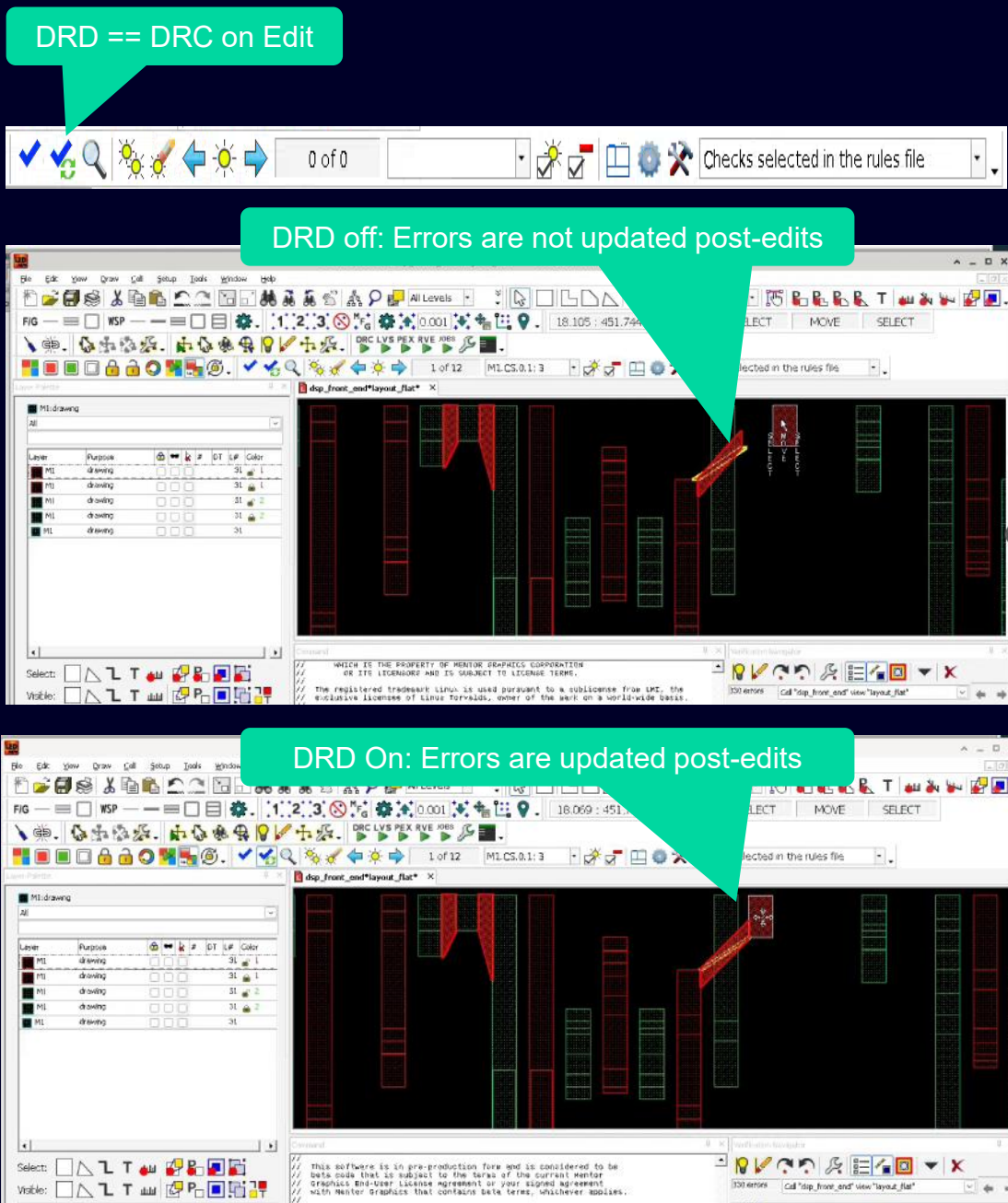
## Additional Enhancements

- New UPI function to simplify process of binding functions to menu items and hotkeys across three different interpreters: C++, Python, and Tcl
  - Provides unified approach to binding across different interpreters
  - ```
unsigned int LEDITAPI LMacro_BindToMenuAndHotKey_v2025(const char* szMenu, const char* szHotKey, const char* szMacroDescription, const char* szFunctionName, const char* szHotKeyCategory, TMacroType cnMacroType);
```

# Calibre RealTime Enhancements

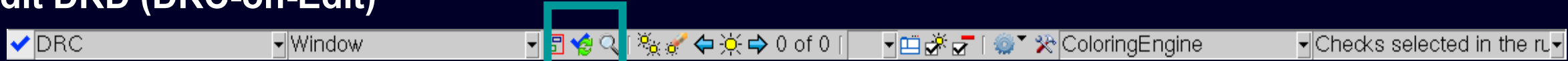
## L-Edit DRD (DRC-on-Edit)

- Goal:
  - Interactive checking of Calibre physical checks post-edit events
- Main Features:
  - Support multiple edit events for different components (wire, polygon, device, via, pin, ... etc)
    - Component Creation (add, duplicate, ... )
    - Component Edit (Move, Stretch, ... )
    - Coloring Invocation (assignment, cycle, automatic coloring, ... )
  - Allow selection of DRC deck and its settings from Calibre Realtime Custom (RTC) GUI settings
  - Known limitation/Future enhancement:
    - Single deck invocation is only allowed.
    - Multiple deck configurations is not supported
    - Serial invocation of multiple- deck is not supported yet

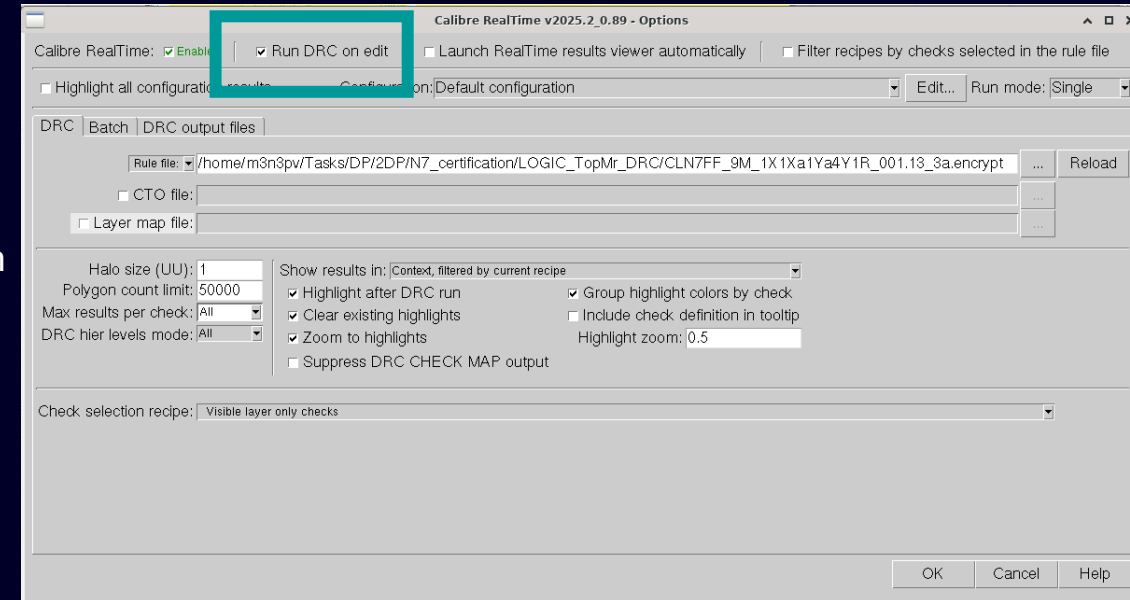


# Calibre RealTime Enhancements

## L-Edit DRD (DRC-on-Edit)

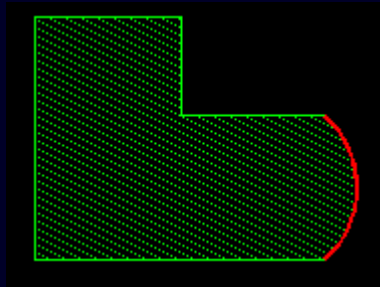


- Name: “DRC on Edit” a.k.a DRD “Design Rule Driven” checker.
- Scope: productivity
- Description:
  - Interactive checking to invoke Calibre deck(s) post-edit.
  - This is very useful to factor in the impact of many geometrical rules (even across many Calibre geometrical flows) for every edit



# More Than Moore

- MEMS
  - Edit Object dialog displays curves as a radius or a bulge in addition to curve height



Vertices (Microns)

| # | X      | Y      | Curve Radius |
|---|--------|--------|--------------|
| 1 | 0.475  | 49.235 |              |
| 2 | 12.420 | 49.235 | 4.000        |
| 3 | 12.420 | 55.235 |              |
| 4 | 6.475  | 55.235 |              |
| 5 | 6.475  | 59.235 |              |
| 6 | 0.475  | 59.235 |              |

Add Vertex Delete Vertex Go To

Show Curve

Curve Radius

None

Curve Radius

Curve Height

Bulge

# Third Party Integrations

- IC Manage revision control support
- Most common revision control operations available directly in Library Manager, S-Edit, and L-Edit
  - Reserve (Lock)
  - Unreserve
  - Update
  - Commit
  - History
  - Revert
  - Export
- Previous Revision

